

OBJECT PROGRAM PRELOAD METHOD FOR WINDOW SYSTEM AND RECORDING MEDIUM RECORDED WITH PROGRAM FOR THE SAME

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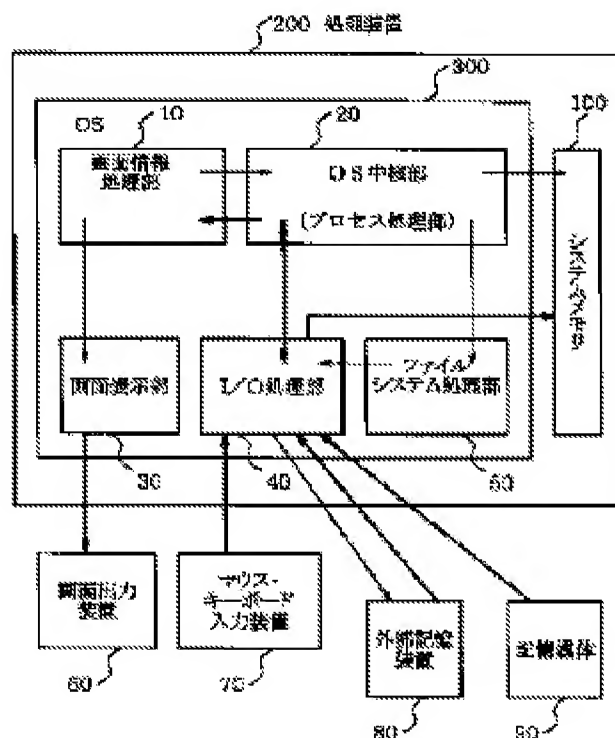
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Abstract of JP10293689

PROBLEM TO BE SOLVED: To shorten execution time by preloading an object program corresponding to an icon near a mouse pointer. **SOLUTION:** A picture information processing part 10 issues an instruction for abandoning an already preloaded object from a system memory 100 to an OS core part 20 and issues the preload instruction of object corresponding to a reselected icon to the OS core part 20. The OS core part 20, which receives that preload instruction, abandons the already preloaded object from the system memory 100 and issues the new preload instruction of object to a filing system processing part 50. According to that preload instruction, an I/O processing part 40 reads the relevant object from an external storage device 80 as data and stores it in the system memory 100.



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